

Adam Curtis

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Personal Statement

I am a bright, talented graduate who has recently achieved a first class MEng degree in Computer Science with Games Development at the University of Hull. I possess strong C++, C# and OpenGL skills as well as experience in seeing a project all the way from requirements capture to deployment. My favourite areas of development are in multithreaded and distributed applications but I can apply myself to other areas and am always seeking to broaden my areas of expertise.

Skills

Programming C++ (3 years) Shaders (HLSL & GLSL, 1 year)	OpenGL (3 years) Python	C# (4 years) Java(basic understanding)	Prolog (1 year) Basic HTML
Systems Win 9x, 2000, XP, Vista, Win7 (13 years)	Linux (various dist.)(1 year)		
Software Microsoft Visual Studio '03, '05, '08 (4 years) Microsoft Office, OpenOffice	Team Foundation Server (1 year) IrrKlang sound library	AMD Code Analyst (1 year) Tortoise SVN	ATI RenderMonkey ProDG Debugger
Non-Technical Team skills in commercial environments	Conversational German	Experience with Prince2 & MSF Agile methodologies	

Education

2005 – 2009, University of Hull

Result: 1st Class MEng Computer Science with Games Development

2nd Year

- **Artificial Intelligence** - Recursive search & organising algorithms in Prolog including bubble sort, breadth & depth first search : 75
- **Advanced Programming** – Gorillas clone in C++ & OpenGL : 72
- **Systems Analysis & Design** – Covering UML documentation such as class, activity and system diagrams : 64
- **2D Graphics** – Space Invaders clone in C# & OpenGL : 72
- **3D Graphics & Simulation** – 2 player Pool Simulator in C++ & OpenGL : 76
- **Networking & Games Architecture** – Simple client and server software to record and obtain a customised user status. Written in C# utilising multi-threading and TCP sockets : 48

Module Average : 67.8

3rd Year

- **Project** – "*Shooting Game in Mixed Reality*". Shooting gallery game using a gun peripheral rather than a conventional controller. Project utilised 3rd party libraries to obtain tracking data from the player
- **Commercial Games Development** – Inc. team project development of educational trivia game in C++ & OpenGL : 60
- **Advanced Graphics** – Ball catching game utilising inverse kinematics in C++ & OpenGL, optional sound feature added using OpenAL. Battlefield effects such as particle system fire and lighting models in HLSL) : 58
- **Neural, Emergent & Agent Tech.** – Covering fuzzy logic, neural networks, finite state machines and genetic algorithms : 64
- **Distributed Systems** – Water tank temperature control system in C#. Project included the use of web services, TCP & UDP sockets, fault tolerance and multi-threading : 66

Module Average : 62.7

4th Year

- **C++ Programming & Design** : 74
- **Real Time Graphics** – Joint module with above creating a slot car racing game in C++ & OpenGL. Project included particle systems, bill boarding, reflections and in game screen capture: 73
- **Simulation & Concurrency** - Galton box simulation in C++ & OpenGL. Project included a variety of real-time collision detection and response, distribution of the simulation over two computers using Winsock networking and multithreaded physics using Win32 threads : 82
- **Advanced Rendering & AI** – Sea battle scene effects including fire, water and explosions rendered in GLSL. Pacman AI in C++ using A* path finding and Minimax decision making : 65
- **Commercial Development Practice** - Commercial team project working at SEED software developing a medical research game in C# utilising quad buffered OpenGL combined with shutter glasses and the IrrKlang sound library. Awarded 2nd place in the Game Technology category at the 2009 Game Republic student showcase : 73

Module Average : 73.3

Academic referee: Jon Purdy, j.h.purdy@hull.ac.uk

Fakenham High School & College (2002 - 2004)

A-Levels 2004

- **Business Studies** : A
- **Maths** : B
- **ICT** : D

A/S Levels 2003

- **Psychology** : A

Alderman Peel High School (1997 - 2002)

11 GCSEs A-C including A's in Maths & Double Award Science

Work Experience

January 2010 – Present, Programmer, Eutechnyx, www.eutechnyx.net

Currently working on the game team of NASCAR The Game 2011.

September 2008 – June 2009, Software Developer, SEED Software, www.seedsoftware.co.uk, contact: Ian Kelwick

As part of my fourth year at Hull University I worked a day and a half a week at SEED Software as part of a team developing a stereoscopic medical treatment game which was awarded 2nd place in the Game Republic Student Showcase. The bespoke software was written in C# utilising OpenGL for game graphics and SQL to link with a patient database.

Responsibilities during my time included eliciting customer requirements, project management following the Prince2 methodology, software design through UML diagrams & MSF Agile development process and development & testing through Visual Studio & Team Foundation Server.

This work has given me valuable real world experience of working in a commercial environment.

July 2002 – January 2010, Waiter/Barman/Supervisor, Crown Hotel Wells (both part & full time), www.thecrownhotelwells.co.uk / 01328 710209, contact: Katie Hales / Chris Coubrough

Worked as part of a busy team under pressure. Have held various responsibilities during my time including stock ordering, locking up and running the hotel on occasion. Duties have also included maintaining the relatively small IT structure of the hotel as well as those of the other hotels owned by the company. During my year out after college I took a full-time position so as to better support myself financially while at university.

This work has taught the importance of planning, organisation and coordination within a team environment.

Interests

- Gaming – I particularly enjoy racing, strategy and shooters but have been known to dabble in other genres when something interesting appears on the scene. Viewing gaming as a whole I like to keep up to date with the latest developments and additions, especially those in storytelling that I believe advance games as an emerging art form.
- Cycling – I have had a strong interest in off road mountain biking for many years and have spend several holidays exploring trails in Wales with friends and family